
Subject: Re: defense scripts when weapon changes
Posted by [Whitedragon](#) on Sat, 31 Mar 2012 21:08:17 GMT
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robbyke wrote on Sat, 31 March 2012 03:53does it have to be 100% correct?

No, but it will only fire at objects within its SightRange. Some of the multiplayer presets that weren't intended to be bots have a SightRange of 0, so you'll need to change that if you're using them.
